Experiment Report: LSD + VR (Hitman 3)

Overview

Test 100g VR on Hitman 3 Rift Into the Mind

Substance: LSD 100g

Platform: Hitman 3 (VR - Oculus Rift)

Purpose: To study the impact of LSD on VR immersion, perception, and physical responses.

Initial observations noted increased psychological and physiological immersion, especially during high-intensity moments like combat.

1. Enhanced Immersion ('Presentness')

A profound sense of being there emerged shortly after entering the game. Visual depth, spatial realism, and emotional tone all became amplified. LSD appeared to override the brain's skepticism of VR, causing a suspension of disbelief and deeper environmental absorption.

Notable:

- Objects had more perceived weight and presence.
- Audio and visual cues blended into a more unified sensory field.
- Hypothesized that at 300-400g, the immersion could surpass known VR thresholds.

2. Second Body Phenomenon

Described as a "second body" experience, this effect involved a full identification with the in-game avatar. Viewing the characters hands or body reinforced the feeling that it was *your* body, not a digital representation.

Symptoms:

- Reflexively reacting as if real danger existed.
- Shifts in proprioception; disassociation from physical body.
- No lag between thought and action.

This phenomenon could be critical for therapeutic VR or identity-related research.

3. Environmental Completion Effect (ECE)

When viewing landscapes or distant objects, the brain began 'filling in the gaps'. Known as the Environmental Completion Effect (ECE), this cognitive response led to invented environmental ambiance.

Examples:
- Imagining wind sounds in distant hills.
- Emotional associations with lighting changes.
- Perceived background noises that were not in the game.

This might reflect how psychedelics amplify predictive coding or imagination.

4. Combat Response and Somatic Effects

Being shot or engaged in firefights created powerful fight-or-flight reactions. Notably:

- Strong physiological tension in the abdomen/bladder area.
- No pain from bullets, but a visceral urge to escape.
- Sweating and elevated pulse were observed.

Urine retention was an unexpected side effect, likely due to sympathetic nervous system activation. The experience mimicked real-life tension responses to danger.

Diagram

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The following page contains a visual map of key effects and their relationships during the experiment.

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